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RetroZone

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RET-GL-GBL

GLIDER

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has not reviewed this product. They might even be unhappy about it being made. Always look for this seal when buying games, even though anyone with a scanner or paint program could easily reproduce it.

1. Introduction

Thank you for selecting Glider for the Nintendo® Entertainment System. This cart is designed for an authentic Nintendo® NES and may not work on clone systems.

OBJECT

Fly your paper airplane through The House, dodging hazards and collecting bonuses on your way to the exit. Ride air vents for lift as you explore each of the 60 rooms.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference and eBay sales.

2. Precautions

1) This is a high precision cart. It should not be stored in places that are very hot or cold. Never hit or drop it. Never get it wet. Unless you know exactly what you are doing, never take apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may stop the cart from working correctly.
3) For save game safety, you should always hold down the reset button when turning the NES system off.
4) Read the instruction booklet thoroughly.

3. Using the Ciclone

Glider includes the Ciclone multi region lock out chip. Plug in the Glider cart and turn on the NES. If your system is blinking but shows video try pressing the reset button. This will tell the Ciclone to try the next region. When the correct region is found it will be saved so this process should only be needed once. If you have hit reset 8 times and it is still blinking your 72 pin connector inside the NES may need to be cleaned or replaced. Blowing on the cart will add condensation that may damage the cart.

4. Controls

Surf the Air vents and Explore the House. Be sure to avoid hitting furniture and stray objects.

5. Navigating the House: Objects

Vent
You must use floor vents for lift. Watch out, some may propel you into other obstacles!

Candle
Another source of lift, but do not get too close to the flame, paper burns...

Light switch
Use light switches to turn off dangerous items or switch the room lights.

Thermometer
If the room is too warm the vents will be off. Hit the thermometer to turn them on.

Grease can
Tip over the grease can to create a safe passage over a table or cabinet.

Toaster
Touch it and POP, you're done!

Drip
Soggy paper can't fly, do not touch the leaky drips.

Shredder
Your nemesis, the shredder! But is it turned on?

Outlet
The house wasn't constructed well so don't get fried by the arching outlets.

Basketball
Kids loved basketball, but the ball will crumple your Glider!

6. Enemies

Dart
The fastest moving enemy. They will fly full speed right at you!

Heli
Helis are spinning death machines, taking up valuable air space.

Balloon
Balloons mock you because they need no vents to rise! Deflate them with bands.

Fishy
This fish hasn't been fed in days. How tasty are you?

7. Bonus Items

Glider
Use the extra sheet of paper to build a new Glider. Is collecting it worth the risk?

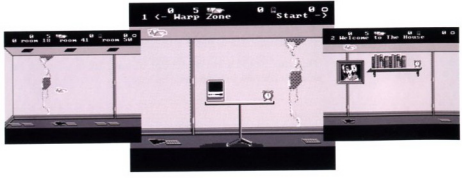
Battery
If you pick up a battery you can get a speed boost to pass tricky rooms. Use sparingly!

Bands
This box holds a set of rubber bands. Take down those enemy planes before they hit you.

Alarm
Alarm clocks give you bonus points which are completely useless!

8. Getting Started

The first room you enter gives you the option of flying through the house from the beginning, or entering a later room through a warp zone. To play the entire game just fly to the right. To check the warp zones fly to the left. Each warp path will transport you to a different room. The room will be listed in the title, just enter the ceiling vent below the room you want. Every house you load onto the cart will have a different set of warp zones built in. Generally the warp will take you right beyond an especially tricky set of rooms.



9. Upgrading

The built in house can be replaced by flashing the cart using a USB CopyNES system. Download a new house from www.retrousb.com and flash it to the cart at any time.

To use a USB CopyNES, insert the Glider cart and start the system. Make sure your USB CopyNES application is version 4.0.1 or later. Pick the RAM Cart option, then select Glider Flasher. Navigate to the new house file and do the upload. It will take about 30 seconds to reflash the cart. Once it is done the game is immediately ready to play.

10. Cheats

If The House is too difficult for you, here are some useful GameGenie cheat codes:

infinite lives	SZAGAE
infinite battery	AAAKPA
infinite bands	AAPKLA

These codes may be different for other houses loaded onto the cart.